

Subject	Qualification	Examination Board
BTEC Sport	Level 3 National Extended Diploma	Edexcel
Additional Information:		

Task Overview:

Task 1: History of Sport in UK

When was the Industrial revolution and how did it affect sport and leisure time?
How did WW1 and WW2 impact sport participation?

Task 2:

Using **one** of the following sports, research how it has changed and adapted since it was created.

- Football,
- Rugby,
- Tennis,
- Cricket,
- Netball
- Rowing

When completing your report you need to think about the following;

- When was the sport created?
- Who used to play it?
- Was it adapted from another sport?
- How rules and regulations have changed?
- Who plays the game now?

Task 3: Organisations

Using the same sport answer the following questions;

Who are the national governing body for your chosen sport (e.g. FA for football) and what are their aims? How do they manage elite level? Grassroots? Participation?

Research these other organisations and describe how they impact your chosen sport;

Youth sports Trust, Sport England and UK sport

Task 4: Media and Technology

Part 2- presentation

Using examples from your chosen sport, discuss how the media and Technology has influenced your sport. What are the positives and negatives to the changes? Who do they impact players? Referees? Spectators? Sport?

Media

- Television
- Sponsorship
- Advertising
- Spectatorism
- Punditry / Narrative technique
- Rule changes
- Local and national press
- Magazines
- Gender imbalance
- The internet

Technology

- Clothing
- Equipment
- Personal equipment e.g. gps trackers
- Performance analysis e.g. hawk-eye
- Drug testing equipment

Part 2- Current Affairs

Task 1: You need to research **three** of the following issues in sport and state how they influence grassroots participation and the reputation of the sport.

- Fair play (including gamesmanship, deviance and use of PED's)
- Racism in sport (spectators and athletes)
- Politics (how is it used to as a political tool)
- Gender issues (sexism, women's sport)
- Globalisation of Sport (recognition of sports globally, sport as a business)
- Religion (culturally diversity and heritage sports)

Task 2: You need to research and explain how **three** of the following barriers affects sport participation.

- Resources and provision (equipment and facilities)
- Fitness (current levels of fitness, knowledge of sports and ability levels)
- Lifestyle (physical mental, emotional and social)
- Financial (income, cost to participate, memberships)

Task 3: Describe three of the following sporting strategies or initiatives that could overcome the barriers in sport. Discuss the social groups it is helping and whether it is successful.

- Sporting Futures
- Sportivate
- This Girl Can
- Active girls Programme
- Just Play
- Tennis for Kids
- Back to Netball
- Back to Hockey
- Step up for Change (YST)
- Sporting Equals (Age UK)
- *A initiative set up by your chosen sports governing body*

Where possible use examples from your chosen sport in Part 1.

Any information you use from books or the internet must be in your own words and the websites and books must be referenced in your work.

Success Criteria:

You have produced a clear and informative report and presentation; which clearly shows the changes to sport and the journey of your selected sport. You will also have clearly explained three current issues, barriers and strategies to sport participation.

Resources:

Use governing body websites
Sport England
Youth sports trust

How will the work produced will fit into subsequent work and the specification as a whole?

Work will contribute to Unit 31-Current Issues in Sport

How should the work should be presented?

A report produced in word
A PowerPoint presentation

Who should you contact if you should require further assistance with the work before the end of term?

t.addems@gildredgehouse.org.uk
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Length of time expected to complete tasks:

10hours

Submission Requirements:

Submit on first day of year 12

What equipment will be needed for the subject?

Large Lever arch file, plastic wallets, USB memory stick, Sports Clothing